

Luis Angel Espino Cervantes

LuisespinoCervantes@gmail.com • (650) 465-9992 • <https://www.linkedin.com/in/luis-espino-cervantes/>

Languages	Python • HTML • C • C++ • MySQL • JavaScript • NodeJS • ReactJS • IonicJS • Linux • Git • WebGL
Skills	Project Management • Communication Skills • Attention to Detail • Biliterate (Spanish)
Course Work	Software Design • Game Systems and Design • Data Management • Computer Vision & Graphics

Education

University of California, Irvine

June 2022

Bachelor of Science in Computer Science

GPA: 3.18 (Dean's List UC Irvine • 5 quarters)

Projects

Image Recognition Software

January 2022-February 2022

AI algorithm that learns the Histogram of Gradient Orientations of an object by using positive and negative picture examples.

1. Created software that is able to recognize specific objects in pictures with a 95% success rate.
2. Wrote the function algorithm that learns an object's features from a series of sample images.
3. Coded, tested, debugged, and finalized the software using Python, Matplotlib, and Numpy libraries.

Sleep Tracker (Mobile App)

January 2022-February 2022

Software that records the user's sleeping cycle and sleepiness throughout the day.

1. Employed Content Prioritization, Intuitive Navigation, Error prevention, and other UX/UI principles.
2. Rigorously unit tested the code for IOS and Android using Ionic Lab.
3. Developed and designed the app using Javascript and HTML with the Ionic libraries.

Vaccine Dash (Videogame) Website

September 2021-December 2021

A single-player adventure horror web game designed and developed by a team of five. The game consists of finding vaccines in a covid filled dark hospital.

1. Integrated player controls and physics of the game, as well as visuals and audio effects into the game levels.
2. Developed a narrative for the game's story which added relatability to the player.
3. Introduced the game and features in a mock product pitch.

ZotFeeds (Design project)

March 2021-May 2021

Mobile app design project to help food banks in Orange County collect donations via the app. Donors would send notifications to food banks to pick up donations.

1. Took project from ideation to prototype, and conducted market research to determine project requirements.
2. Managed project timeline and deliverables deploying agile principles, e.g. helped simplify and delegate tasks to a team of five others & assessed progress in weekly meetings.
3. Organized team meetings to encourage discussion and solicit suggestions or concerns about the project.
4. Built mockups for the sign-up, sign-in, and home pages using Figma to enhance user experience.

Chat Room (Client-Server GUI)

November 2020-December 2020

A software that allowed users to send individual or group text messages. The server was able to hold multiple users with different logins and multiple conversations.

1. Spearheaded project design and encouraged discussions with two other teammates to switch from a peer-to-peer model to a client-server model, which eliminated a significant blocker to project delivery.
2. Coded, tested, debugged, and pushed code to production using C to complete and ship the project.

Work Experience

Instructor: Juni Learning

April 2022-Present

Teach Computer Science concepts using python to K-12 students in remote one-on-one sessions.

Box Office Manager: Cinemark Movie Theater

June 2019-September 2019

Delegated maintenance tasks, trained new employees, and addressed customer needs/complaints.

Office Intern: San Mateo County Health Clinic

June 2018-September 2018

Scheduled appointments for incoming patients and managed their personal information.